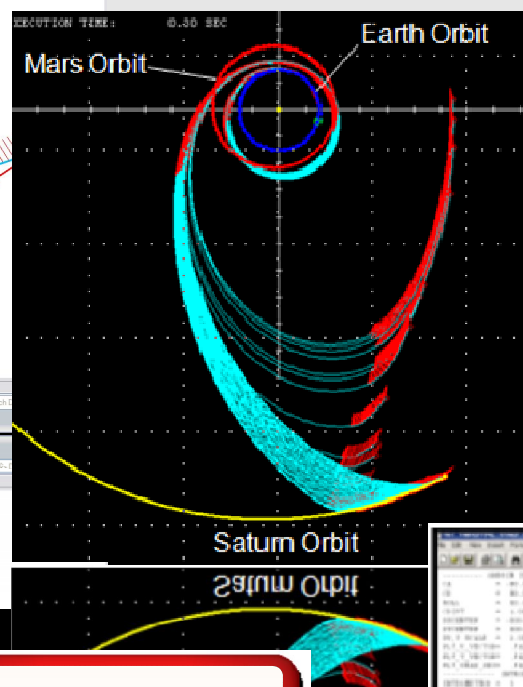
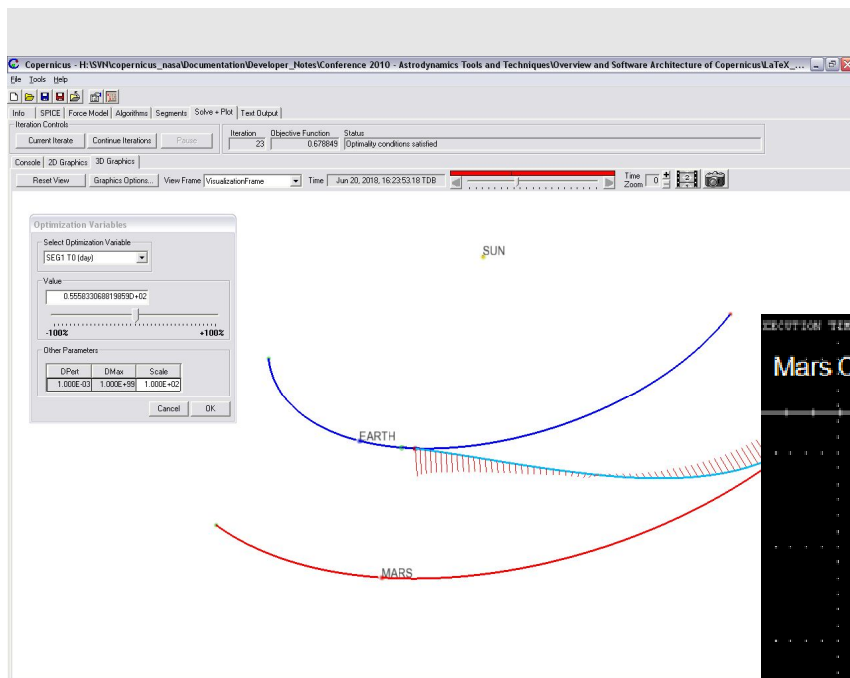
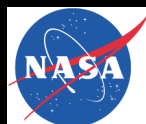


Copernicus Development History



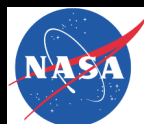
2006-present



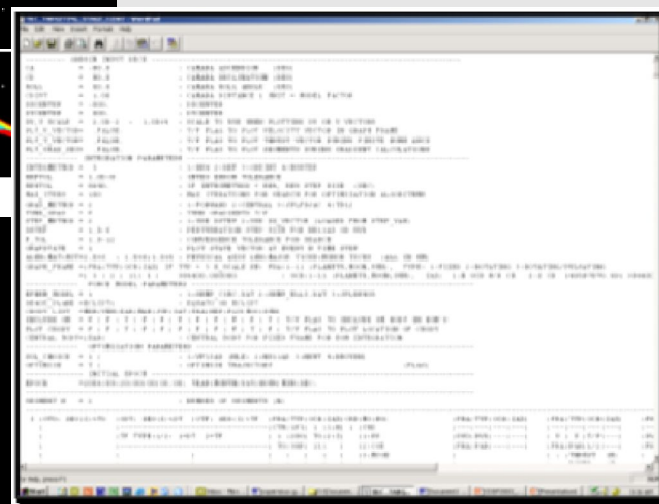
**Interactive
3D Graphics**

2D Graphics

2003-2006

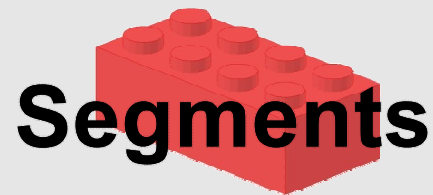


Text-based UI

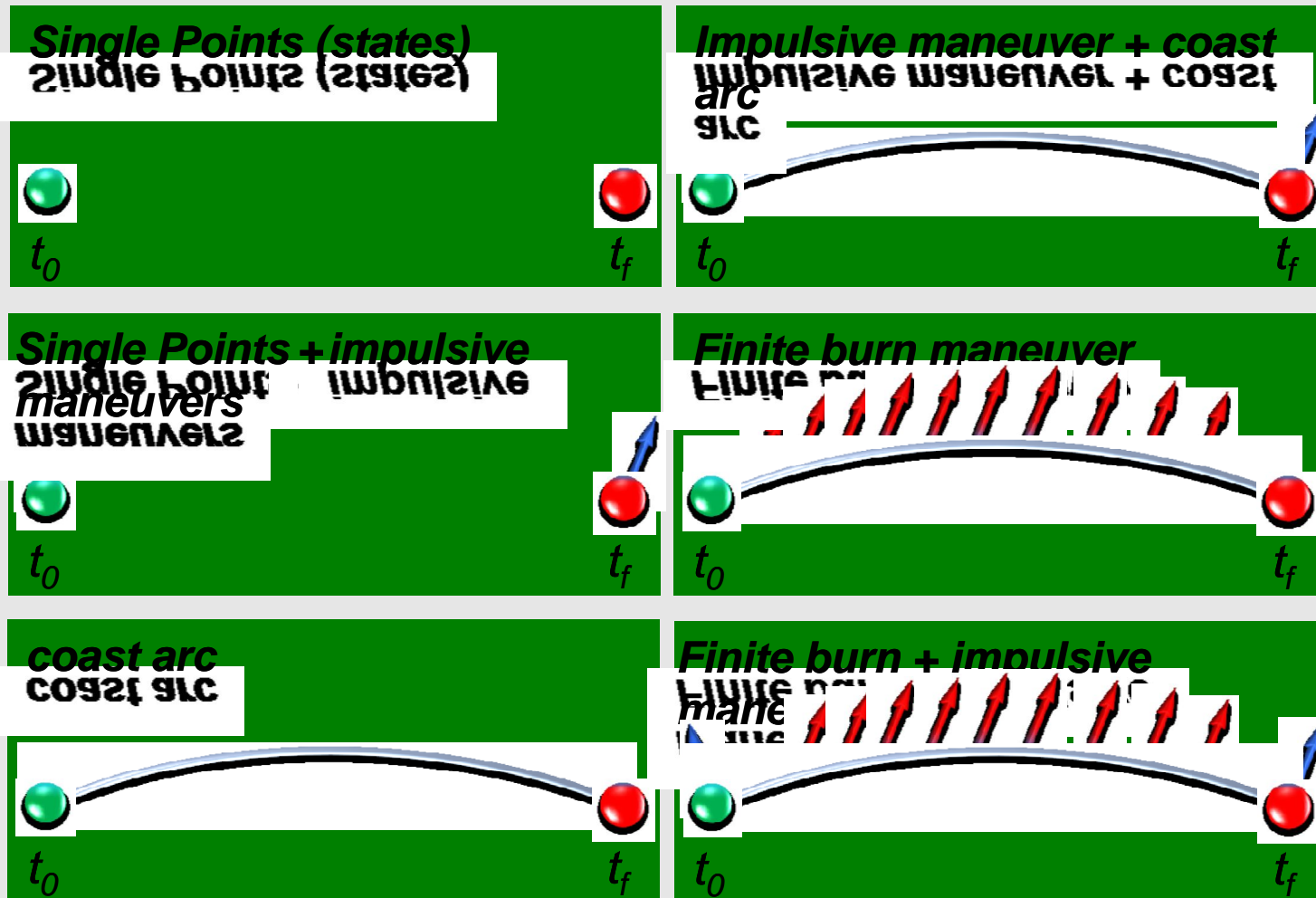


2001-2002





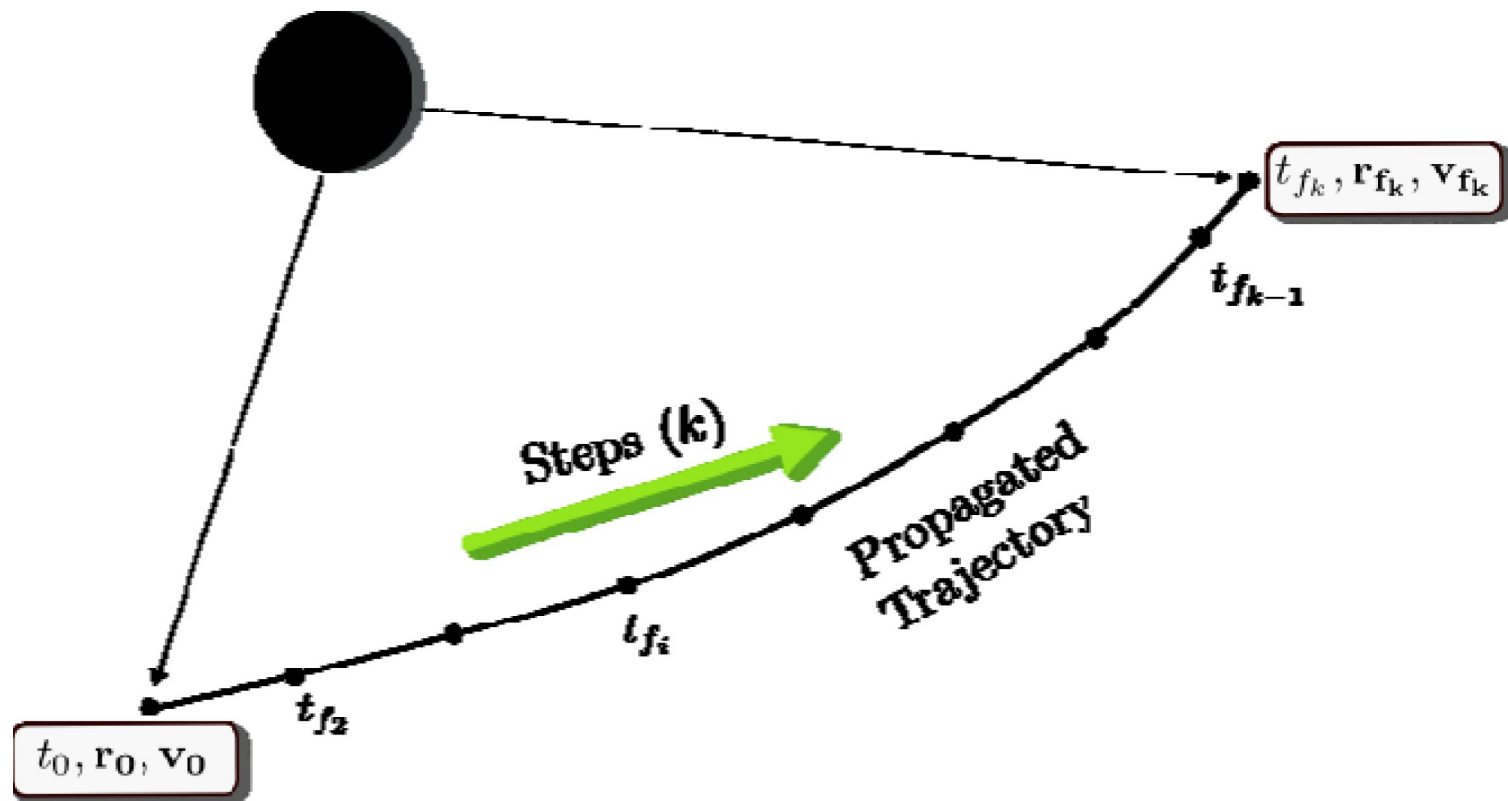
Segments Mission Building Blocks (examples)



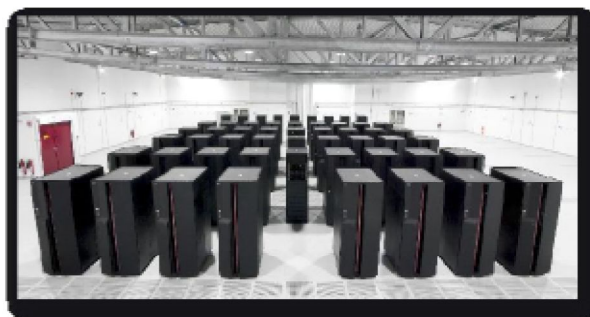
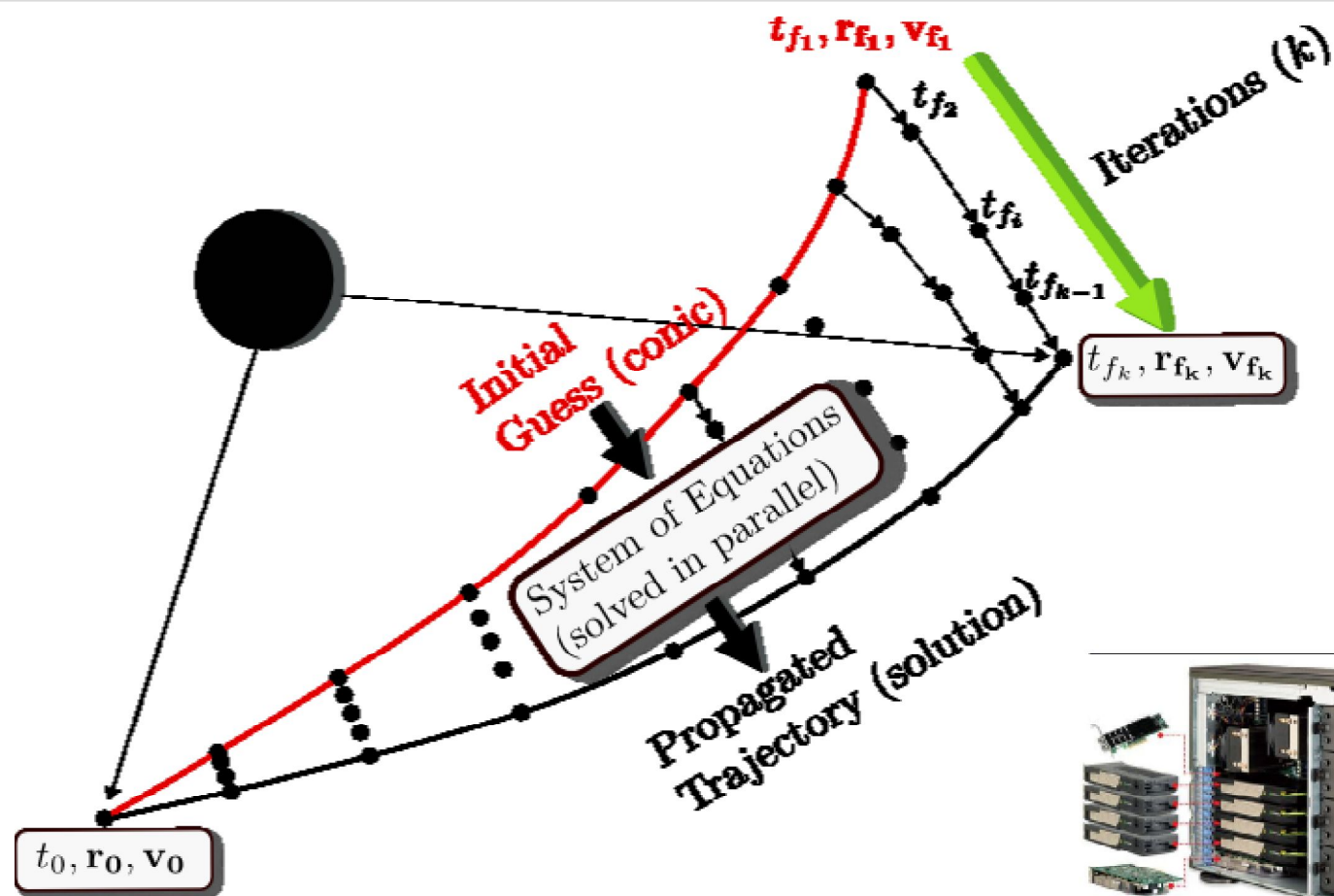
Solution Process



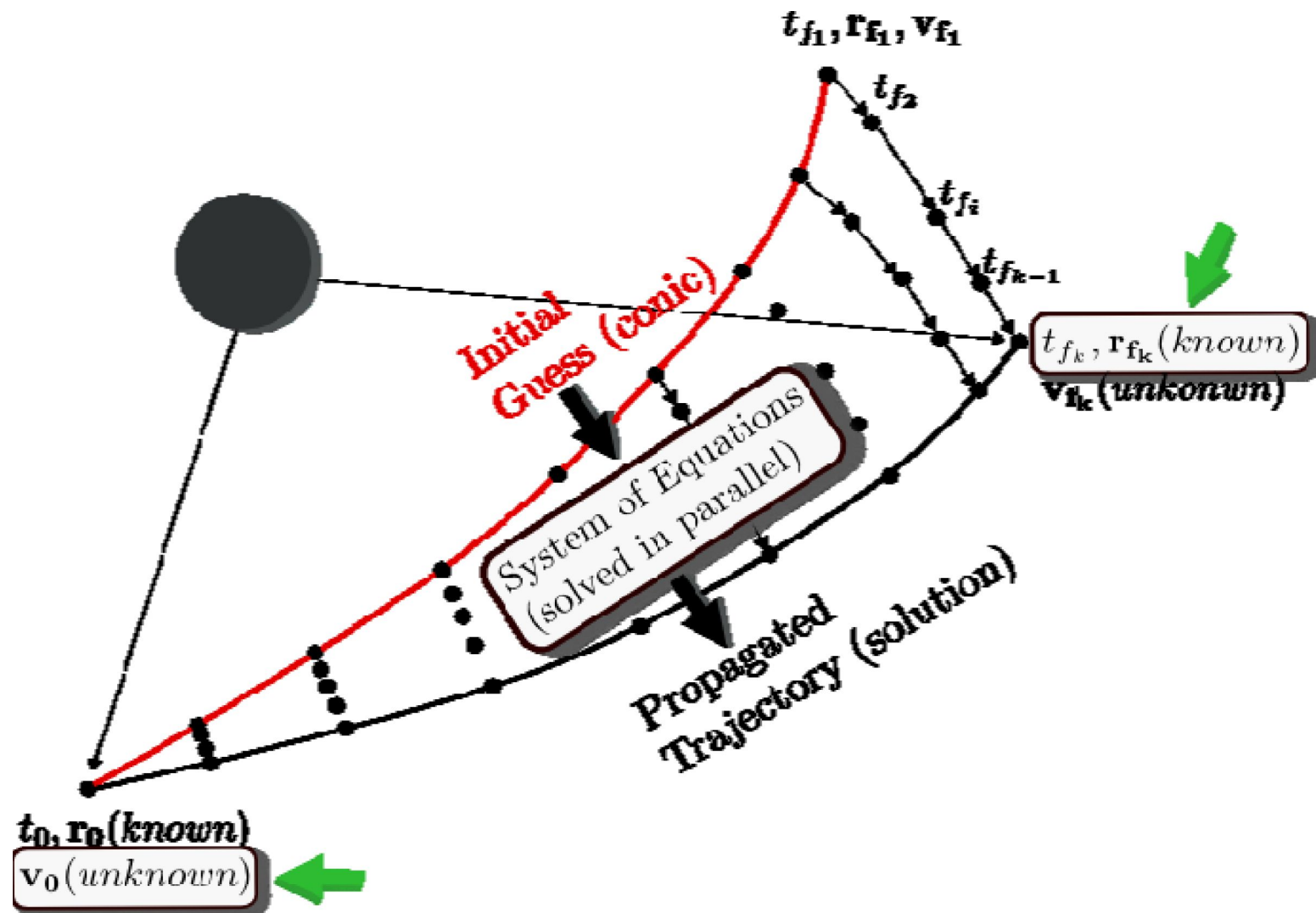
Trajectory Propagation (serial)



Trajectory Propagation (parallel)

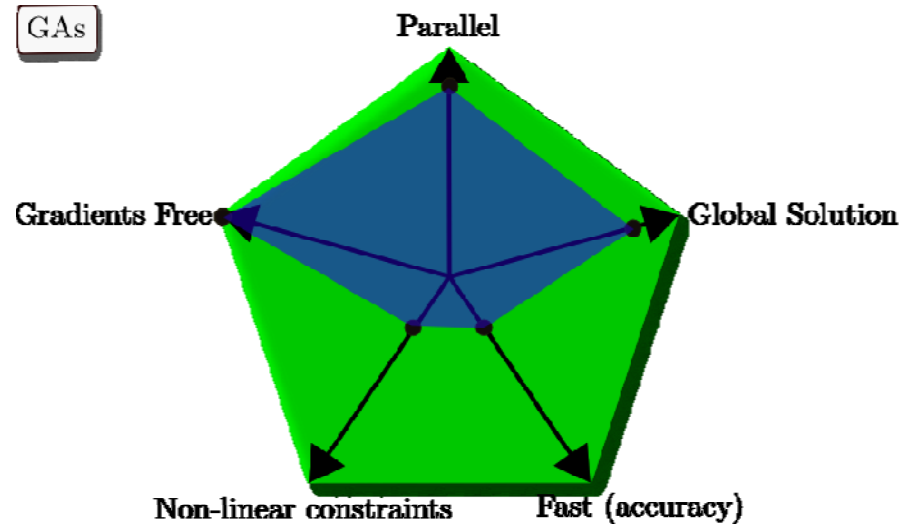


Trajectory Propagation & Targeting

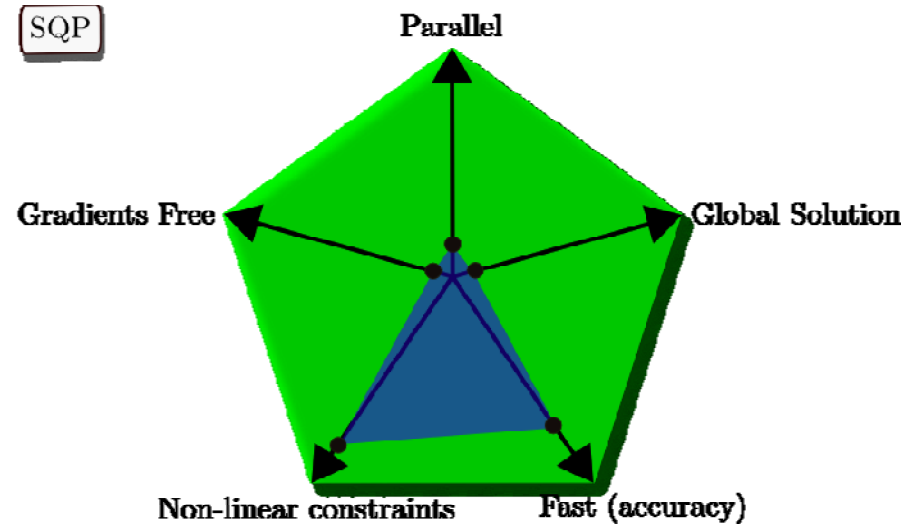


Optimizers

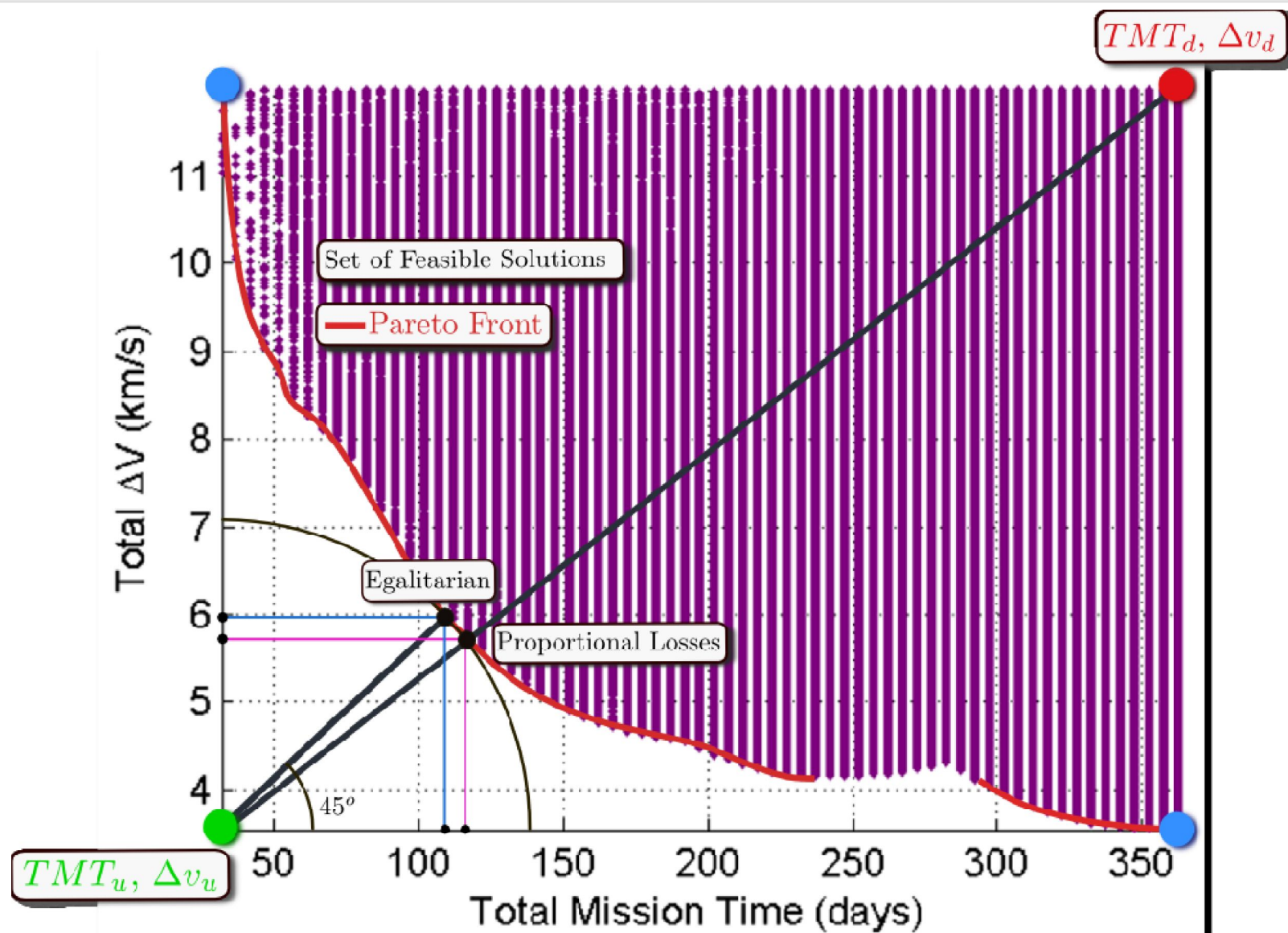
GAs



SQP



Game Theory Applications



Game Theory Applications

